

IN THE CLAIMS:

Please amend claims 23, 25, 27, 28, 29, 34, 35 and 36 as follows.

Sub D17  
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23. (Amended) A speech outputting game machine, comprising:

a plurality of phrase databases each corresponding to predetermined [conditions respectively] condition and each storing a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition;

processing means for selecting a phrase database corresponding to [said] a predetermined [conditions] condition when said predetermined [conditions are] condition is satisfied during the progress of the game, for selecting a specific command data based on predetermined procedures among the plurality of command data stored in the selected phrase database, and for outputting [phrase data] one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

a speech output device for outputting a speech based on the phrase output from said processing means , whereby different ones of said plurality of

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concl.  
alternative related phrases may be generated upon the occurrence of the same  
condition during the progress of the game.

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25. (Amended) A speech outputting game machine according to claim 23,  
wherein said processing means suspends the output of said phrase data according  
to [the] a phrase suspension command included in said specific command data.

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27. (Amended) A speech outputting game machine according to claim 23,  
wherein said command data includes a wild card command; and  
wherein said processing means determines and outputs phrase data  
based on said game progress for the wild card command included in [said  
predetermined] a selected command.

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28. (Amended) A speech outputting game machine according to claim 23,  
wherein the command data stored in said first phrase database includes a jump  
command for designating a second phrase database; and  
wherein said processing means selects a second phrase database  
according to the jump command included in said [specified] command data, and  
selects a specific command data according to predetermined procedures among the  
plurality of command data stored in said selected second phrase database.

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29. (Amended) A speech outputting game machine according to claim 23,  
further comprising a second phrase database having different contents from and  
corresponding to [said] a first phrase database; wherein said processing means  
uses said second phrase database instead of said first phrase database according to  
predetermined replacement conditions.

Sub 27  
34. (Amended) A recording medium storing a program for causing a game  
machine to realize predetermined functions, comprising:

means for storing a plurality of phrase databases each corresponding  
to

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a predetermined [conditions] condition [, respectively], wherein said phrase  
databases store a plurality of command data including at least one or more  
commands representing a plurality of phrases some of which are related and  
equally appropriate for a specified predetermined condition;; respectively;

means for selecting a phrase database corresponding to said  
predetermined conditions when said predetermined conditions are satisfied during  
the progress of the game, selecting a specific command data based on  
predetermined procedures among the plurality of command data stored in the

selected phrase database, and outputting [phrase data] one of a plurality of alternative related phrases based on the command included in the selected specific command data; and

means for outputting to a speech output device said output phrase data , whereby different ones of said plurality of alternative related phrases may be generated upon the occurrence of the same condition during the progress of the game.

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35. (Amended) A speech outputting method in a game machine, comprising the steps of:

storing a plurality of phrase databases each corresponding to a predetermined conditions [, respectively], wherein said phrase databases store a plurality of command data including at least one or more commands representing a plurality of phrases some of which are related and equally appropriate for a specified predetermined condition;; respectively;

selecting a phrase database corresponding to said predetermined conditions when said predetermined conditions are satisfied during the progress of the game, selecting a specific command data based on predetermined procedures

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among the plurality of command data stored in the selected phrase database, and  
outputting [phrase data] one of a plurality of alternative related phrases based on  
the command included in the selected specific command data; and

outputting to a speech output device said output phrase data.

36. (Amended) A speech outputting method in a game machine according  
CML  
to claim 35, further comprising the step of replacing [said] a first phrase database  
with a second phrase database having different contents therefrom according to  
predetermined replacement conditions , whereby different ones of said plurality  
of alternative related phrases may be generated upon the occurrence of the same  
condition during the progress of the game.

#### REMARKS

This Preliminary Amendment is responsive to the Final Rejection mailed  
November 9, 1999. The Examiner's comments have been carefully considered.

Applicants request a two-month extension of time to extend the due date in  
the underlying application Serial No. 08/828,417 herein from February 9, 2000, to  
April 9, 2000. The two-month extension fee of \$380.00 is included in the